PlayStation

NTSC | U/C

PlayStation

Plays

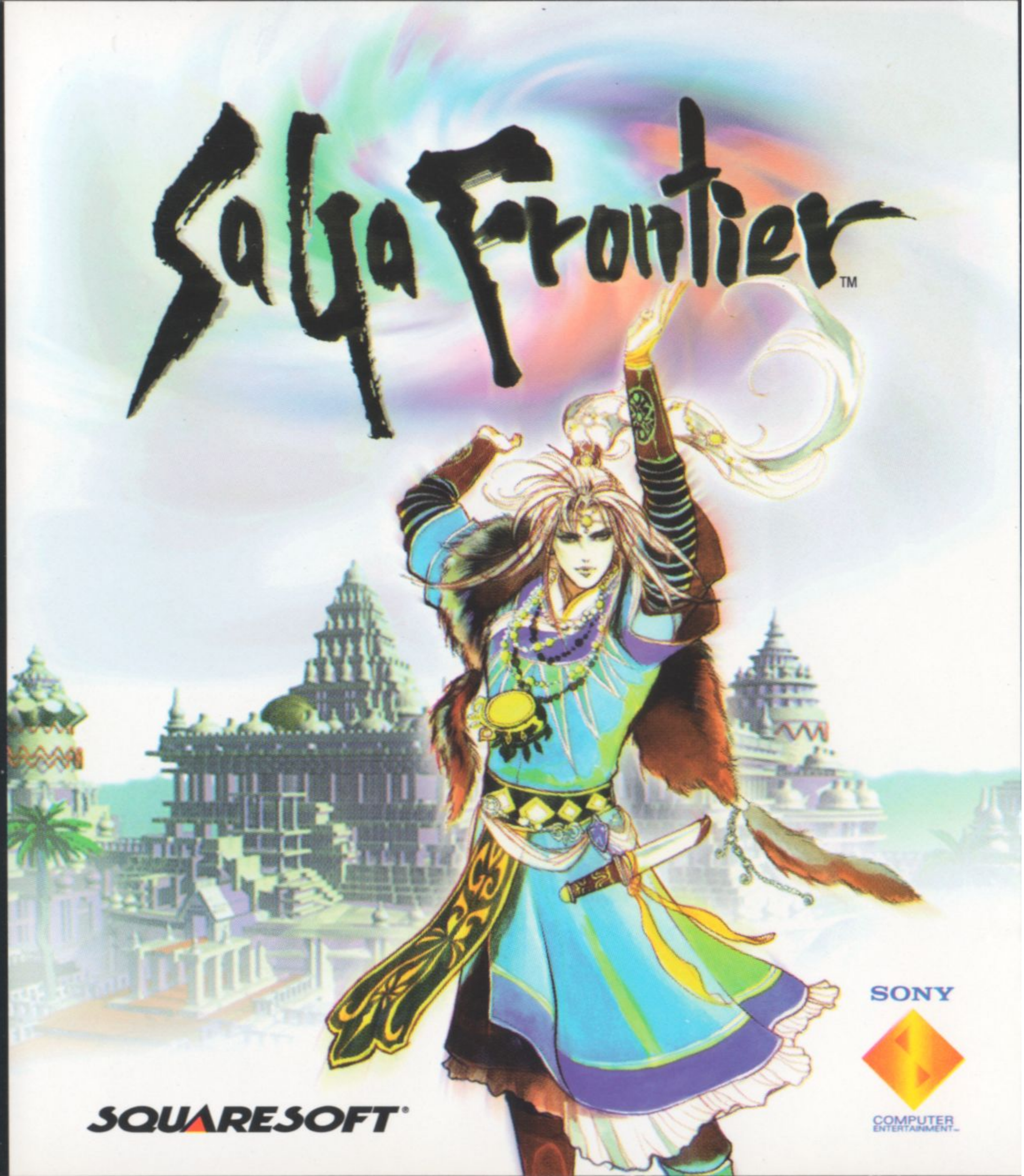
TEEN

AGES 13+

CONTENT RATED BY ESRB

SCUS-94230
94230

SaGa Frontier™



SQUARESOFT®

SONY COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SaGa Frontier™ Tips and Hints

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

SaGa Frontier™

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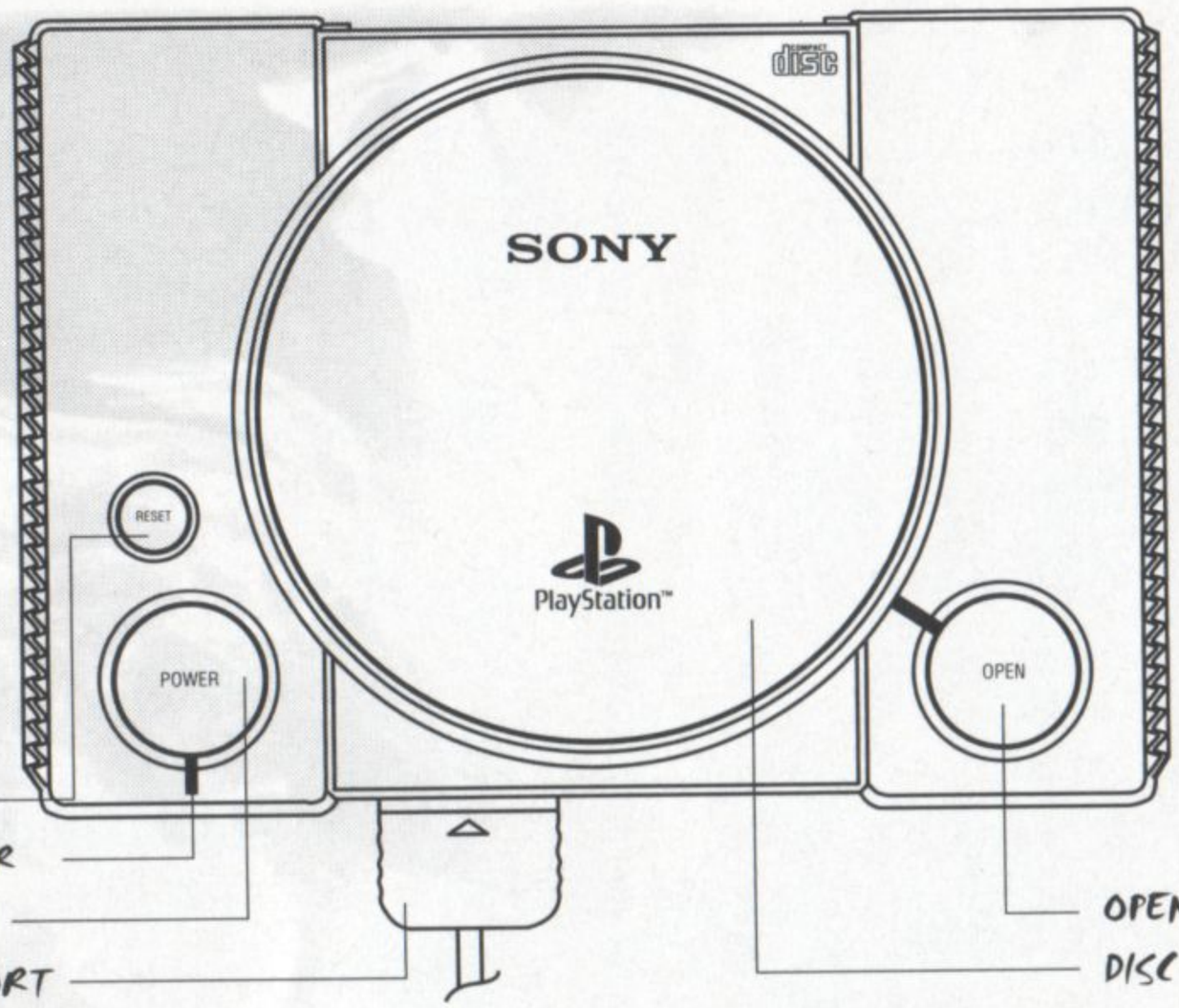
GETTING STARTED

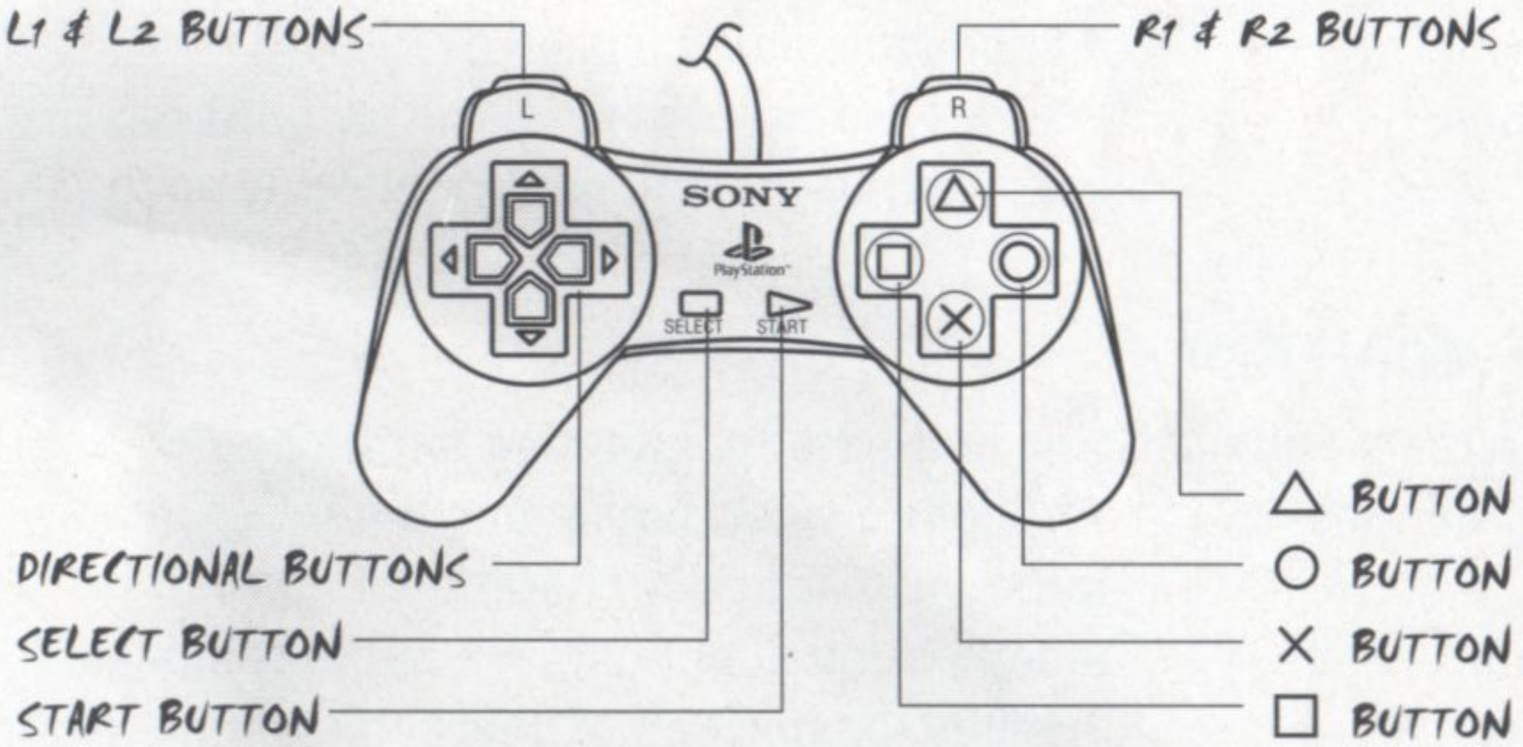


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the SaGa Frontier™ disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation™ game console. Press the Start Button anytime during the demo/movie sequence to return to the Title Screen.

MEMORY CARD

SaGa Frontier™ lets you save games at their current level of play onto memory cards, and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation™ game console BEFORE starting play. Do not remove a memory card while saving or loading games; doing so could damage the game data. See SAVE SCREEN on pg. 14 for instructions on saving your game.

CONTROLS



SaGa Frontier™ has different control functions depending on the screen you are on. These controls are grouped into Map Controls, Menu Controls, and Battle Controls. Control configurations may not be altered.

MAP CONTROLS

Directional Buttons	Move towards the direction pressed.
	Select from multiple choices during conversations.
Circle Button	Accept.
X Button	Cancel.
	Dash when held down while pressing the Directional Buttons.
Square Button	Calls up the Menu Screen.
Start Button	Pause.
R2 + Triangle Button	Quick Save.
Start + Select + L1 + R1	Reset.

MENU CONTROLS

Directional Buttons	Moves the cursor (Item selection).
Circle Button	Accept.
X Button	Closes the Menu Screen.
Triangle Button	Opens and closes the Item Window.
L /R Buttons	Changes the stats displayed.
Select Button	Changes the size of the character currently displayed. Sorts Items when the Item Window is open.

BATTLE CONTROLS

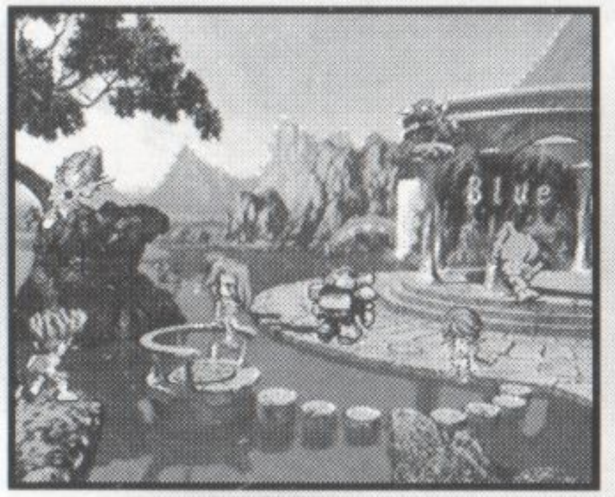
Selecting a team and changing character positioning for the battle:

Directional Buttons	Left/Right: Select the fighting team. Up/Down: Select the character.
Circle Button	Accept. Upon accepting, the battle will begin.
Triangle Button	Changes the position of characters on the battlefield.

Controls During Battle:

Directional Buttons	Left/Right: Selects the command window. Up/Down: Selects the command displayed. Upon accepting the command, selects the target.
Circle Button	Accept.
X Button	Cancel.
Triangle Button	Displays the Status for each character.
L1 Button	Accept.
L2 Button	The viewpoint of the battlefield rotates to the left.
R1 Button	Defend.
R2 Button	The viewpoint of the battlefield rotates to the right.

THE MAIN CHARACTERS



Blue

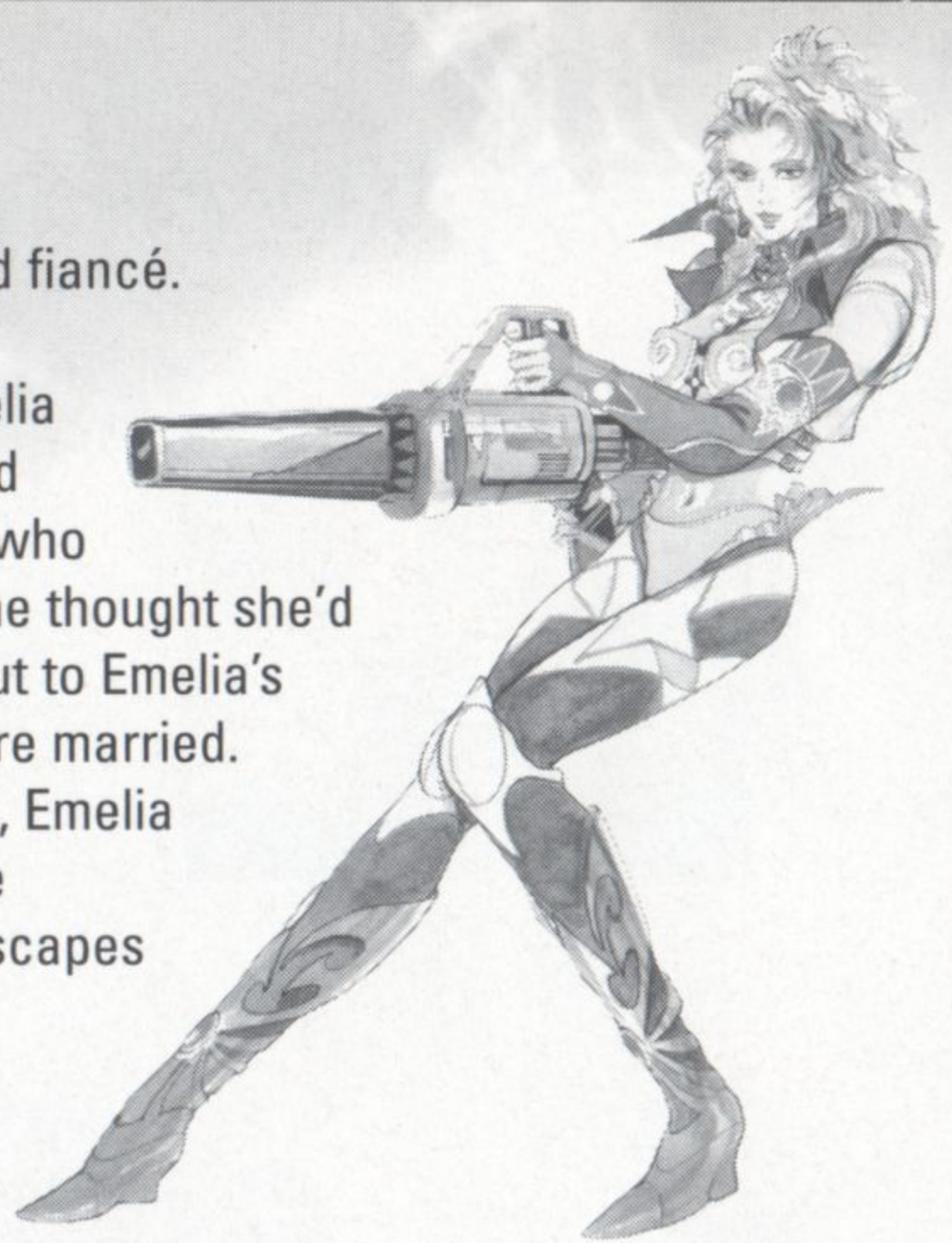
Human/Male
A magician destined to kill his brother.

Born a twin with an affinity for magic, Blue is able to access powerful spells. However, these powers have been divided between himself and his twin brother, and therefore Blue can currently reach only half of his full potential. According to the customs of this land, Blue must confront and destroy his twin brother in order to attain his true strength.

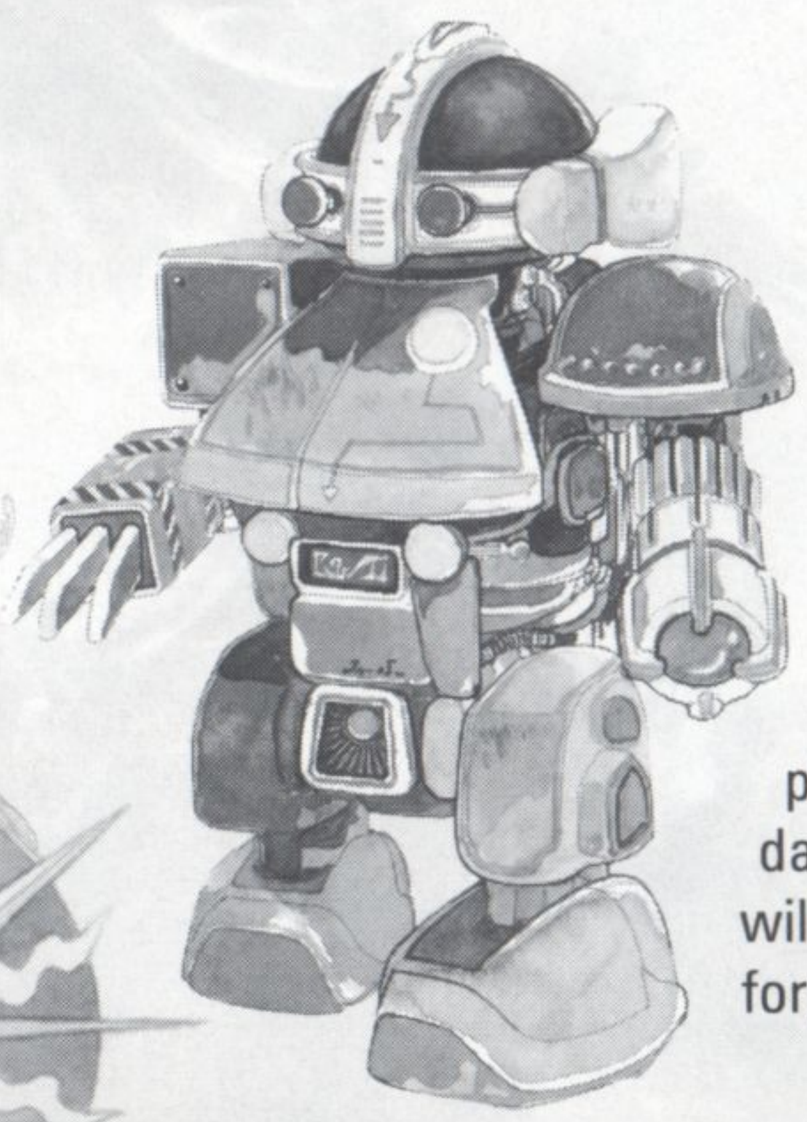
Emelia

Human/Female

A woman seeking to avenge her murdered fiancé.



Formerly a successful fashion model, Emelia left the modeling industry disillusioned and unhappy with her life. Then she met Ren, who provided her with the love and security she thought she'd never find. They were quickly engaged, but to Emelia's horror Ren was murdered before they were married. Though she had only witnessed the crime, Emelia was charged with murder. Armed with the knowledge of the murder's identity, she escapes from jail to find the man responsible for destroying her happiness.



T260G

Mec

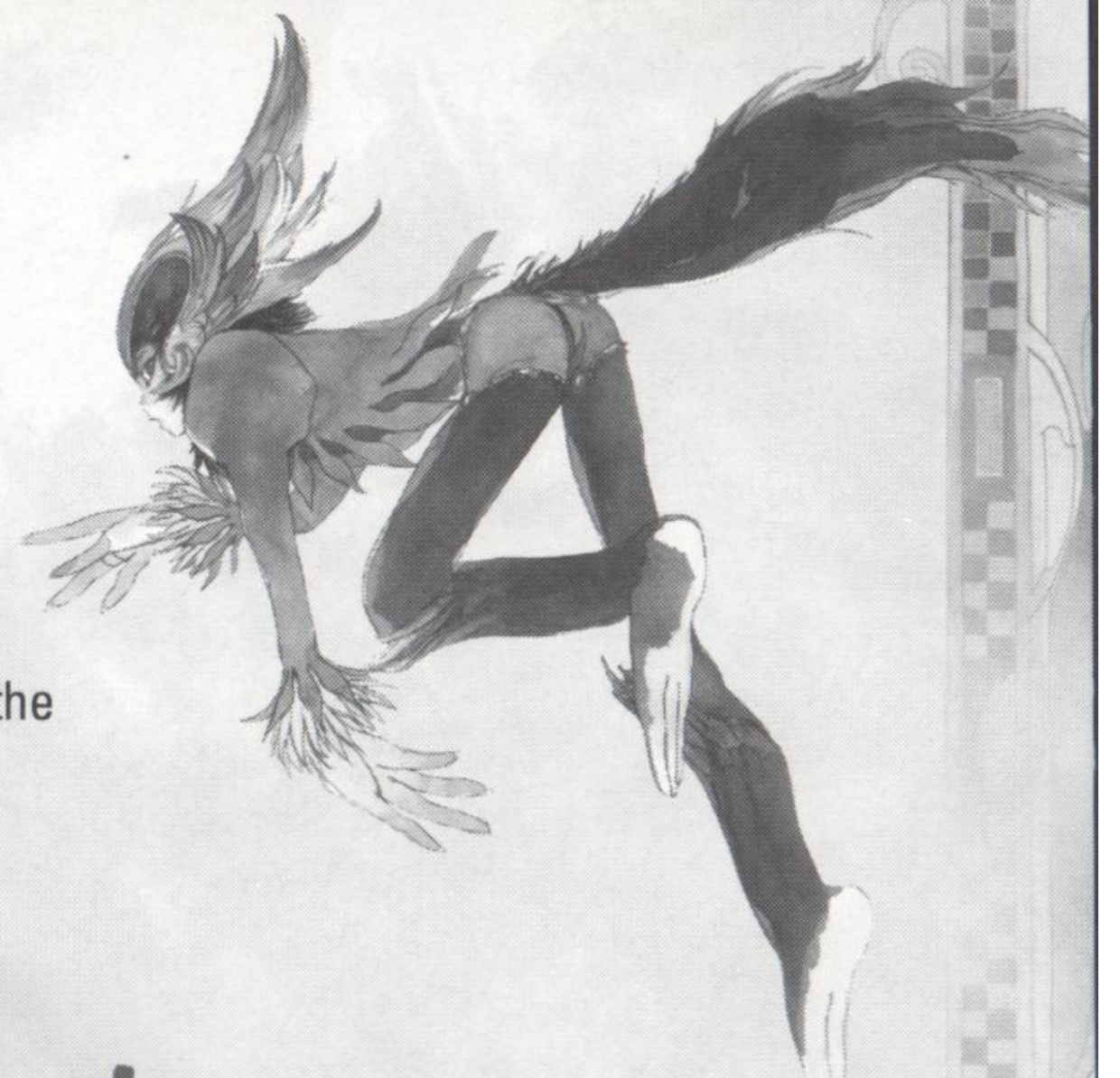
A robot that forgot its mission.

This highly sophisticated robot was constructed from readily available components and a core found buried at a mysterious crash site. Extremely intelligent and physically strong, it had an important mission. But due to damage, the nature of this mission has been lost. T260G will journey to recover its functions and to accomplish its forgotten directive.

Riki

Monster
A Monster seeking the rings of salvation.

Riki's homeworld, Margmel, is dying, and only the power of the legendary rings will prevent the entire region from being destroyed. Riki already has one ring in his possession, but all the rings must be brought together for the power to be strong enough. He has embarked on a search for the missing rings.



Red

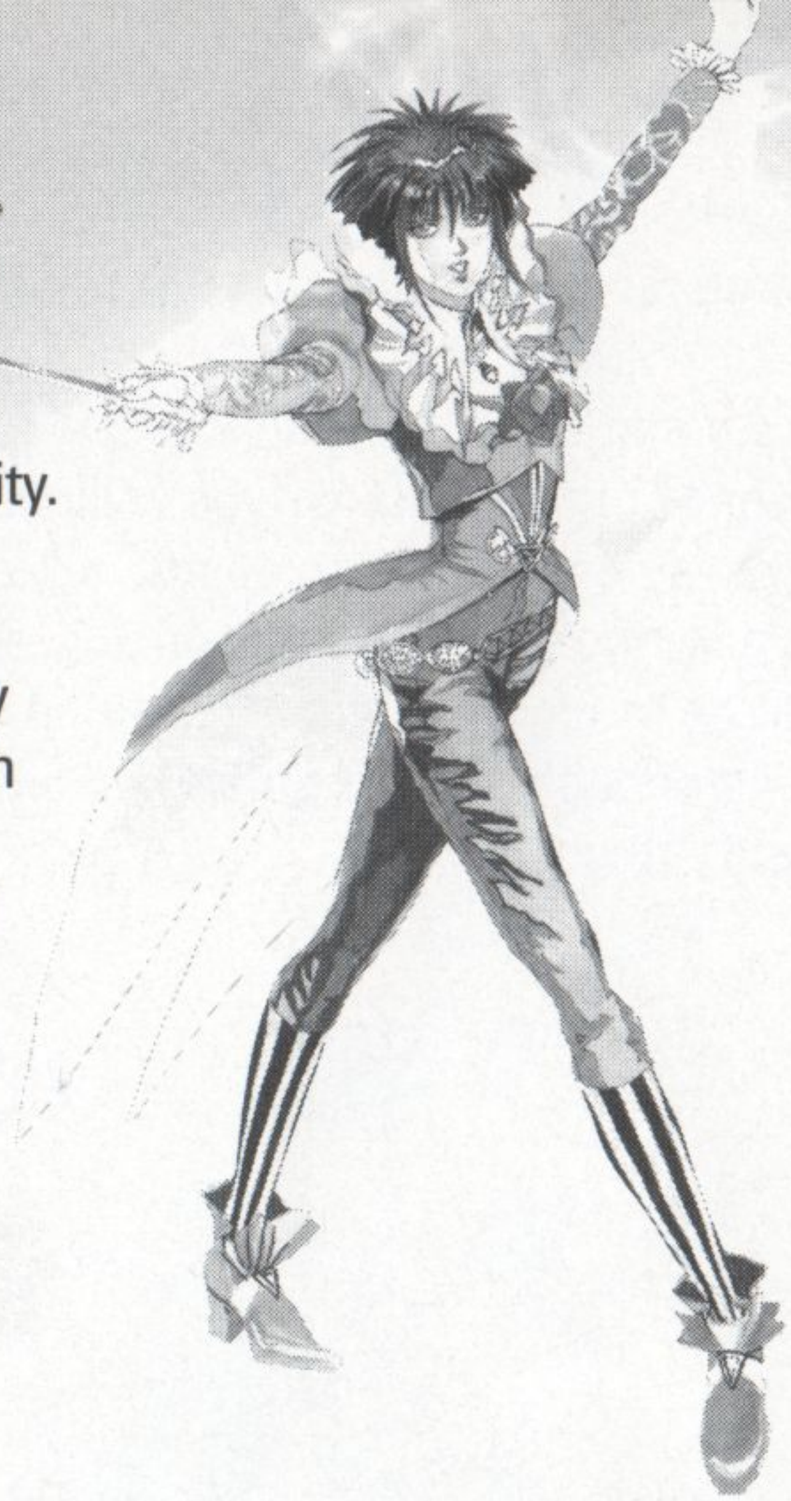
Human/Male
A super hero fighting against evil.

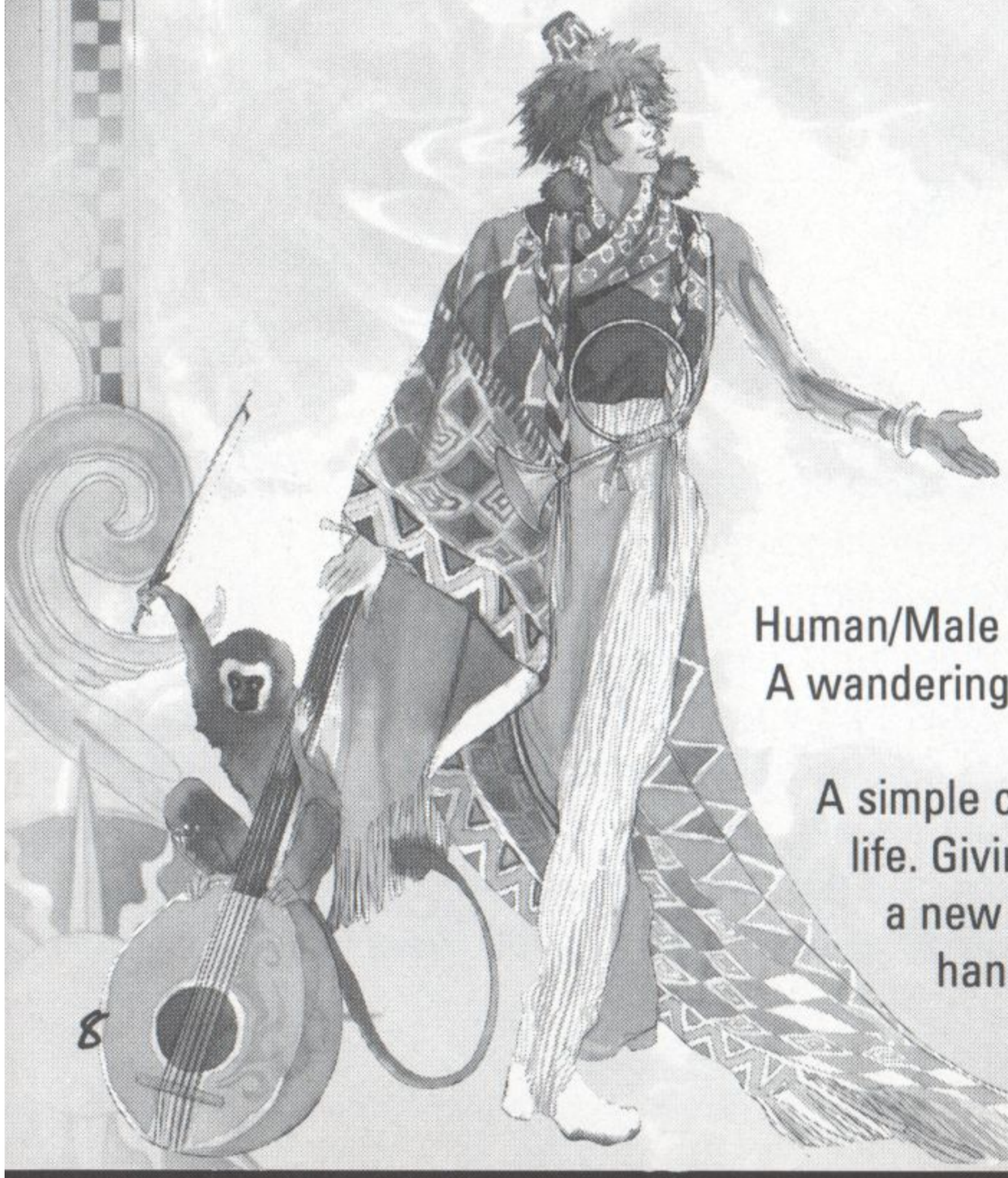
Endowed with superhuman abilities, Red lives among other Humans as an apprentice engineer on the regional ship Cygnus. Years ago, the evil syndicate BlackX killed his father and abducted his mother and sister. Left for dead, Red was saved by Alkarl, who came from the holy land of heroes, and granted him amazing powers. Red is on a continuing search for BlackX and its followers.

Asellus

Human-Mystic/Female
A wandering half-Mystic in search of her identity.

Saved from certain death by a transfusion of Mystic blood, Asellus became the first and only Human/Mystic half-breed on this world. Though grateful to Orlouge, the Mystic whose blood saved her life, Asellus wonders whether she is really Human or Mystic.





Lute

Human/Male
A wandering minstrel from Yorkland.

A simple country boy, Lute leads a gentle and worry-free life. Giving up work for the love of his music, Lute seeks a new life and leaves his birthplace, instrument in hand, for the promise of song and adventure.

PLAYING THE GAME

FROM THE BEGINNING

Press the Circle Button at the demo screen to display NEW GAME or LOAD GAME. Press the Up and Down Directional Buttons and press the Circle Button to make your choice. Once NEW GAME is chosen, you can select your Main Character by using the Directional Buttons and pressing the Circle Button to accept.

ENTERING NAMES

In the beginning of an adventure, you will be asked to enter your character's name. Select the letters using the Directional Buttons, enter with the Circle Button, and cancel with the X Button. Once you complete your input, accept with the Start Button. You will then be asked to locate or create a Data File on a Memory Card, and to enter other information, such as your character's sign.

MOVING

There are a variety of "Regions" you must explore which can be reached by a Regional ship. There are several Regional ships in this world.

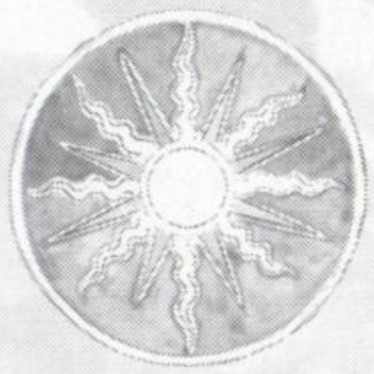
COLLECTING INFORMATION

Important information can be obtained by talking to various people. A pub is a good place to collect information and meet fellow warriors.

SHOPPING

Shop for essential Items in various locations. There are several specialty stores where you can purchase useful Items:

Weapons Store
Weapons are sold here. This is a specialty store for heavy weapons.



Magic Shops
Spells are sold here. If you possess a spell which contradicts the new spell you want, you must dispose of it in order to purchase the preferred spell.

Armor Store
Items that increase your defensive capability, such as the Combat Suit, are sold here.

LODGING

By staying overnight at a lodge, LP (life points), WP (Weapon points) and JP (Spell points) depleted during your adventure will be restored.

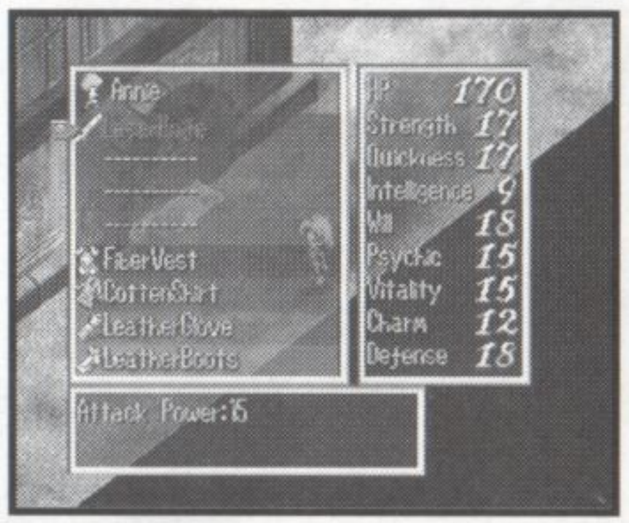
THE MENU SCREEN

Pressing the Square Button displays the Menu Screen (except during Battle). Here, you can check the status of the Main Character and its Allies, use acquired Items, rearrange team members, arm weapons and spells, configure and save your screen display, and save your game progress.

The following can be selected using the Directional Buttons and accepted with the Circle Button.

STATUS

The Status (condition) of the character is displayed.



1) HP: Hit Point — Durability. If this turns 0, the character will be incapable of fighting.

2) LP: Life Point — Viability. If this turns 0, the character will be unconcious.

3) WP: Weapon Points — Consumed when a Technique is used.

4) JP: Spell Points — Consumed when a Spell is used.

5) Strength — Affects the damage inflicted during an attack. The higher the number, the greater the damage inflicted by a physical attack or sword attack.

6) Quickness — Affects your speed and attack avoidance rate.

7) Intelligence — Affects the rate at which you learn spells and your effectiveness with mechanical Items and equipment.

8) Will

Affects your accuracy with swords and guns, and the power of techniques.

9) Psychic

Affects the recovery of Abnormal Status. The higher the number, the more resistant you are to Abnormal Status and the quicker you will recover.

10) Vitality

Affects infliction of damage and resistance to sleep.

11) Charm

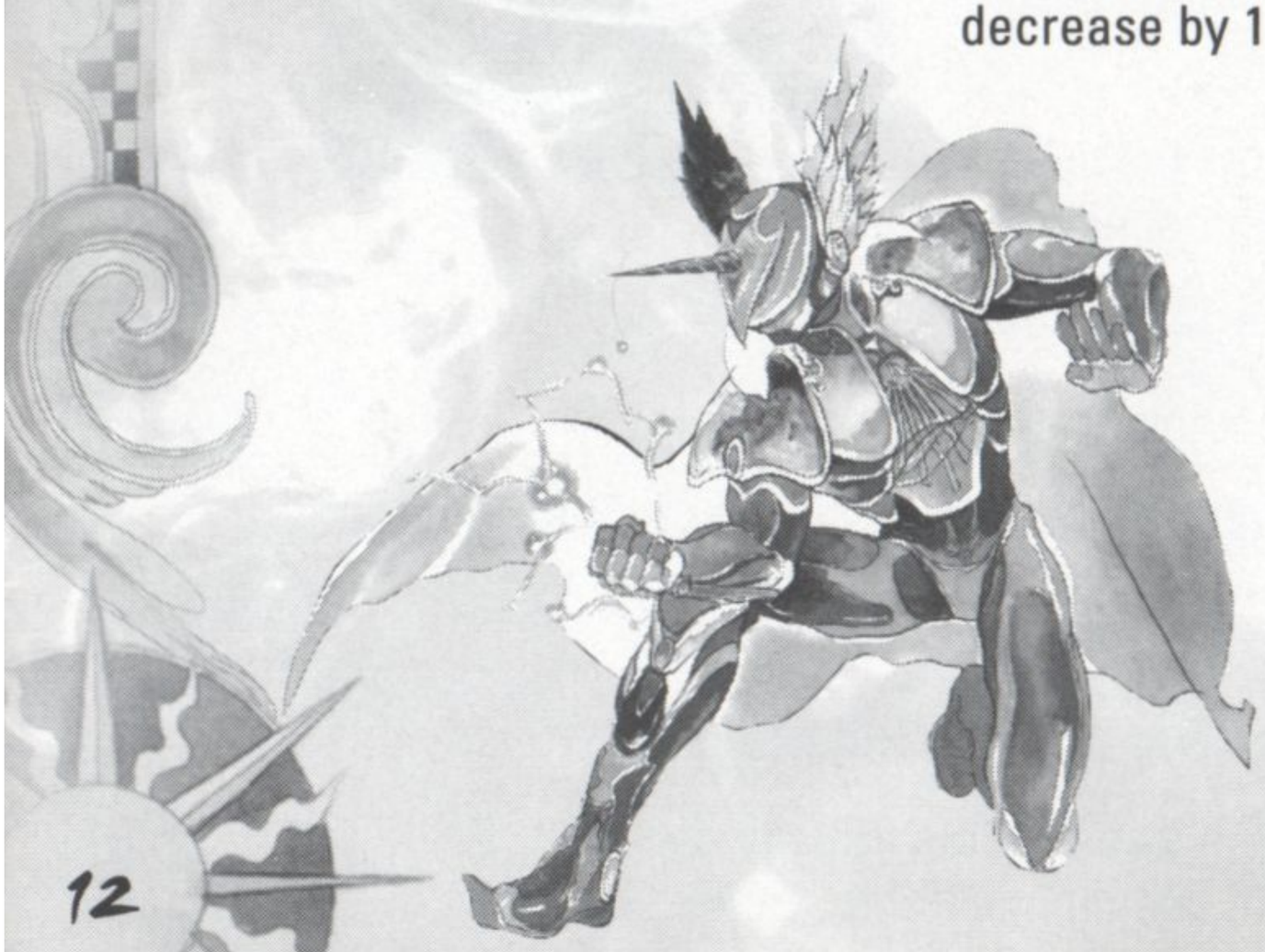
Affects the success rate of charm attacks. The higher the number, the more difficult it is to be charmed, and the easier it is to charm opponents.

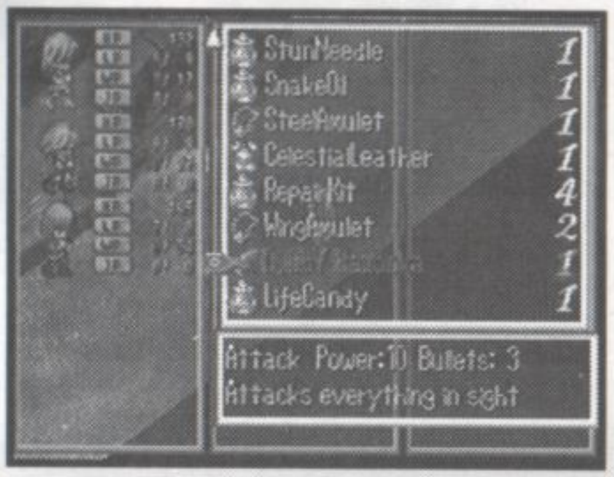
12) Defense

Reduces the damage inflicted by an enemy's attack (the number increases or decreases depending on equipped Items).

13) Technique/ Spell Indicator

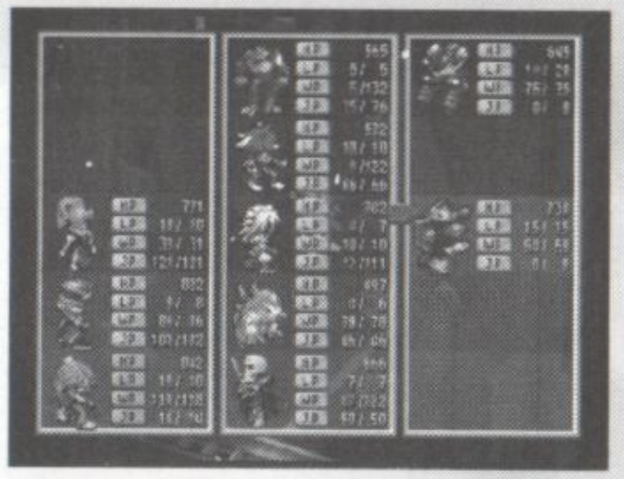
When you increase the level of a technique or spell to maximum, you become a Master and a crown mark is displayed. By mastering techniques or spells, the points consumed when that technique or spell is used will decrease by 1 point.





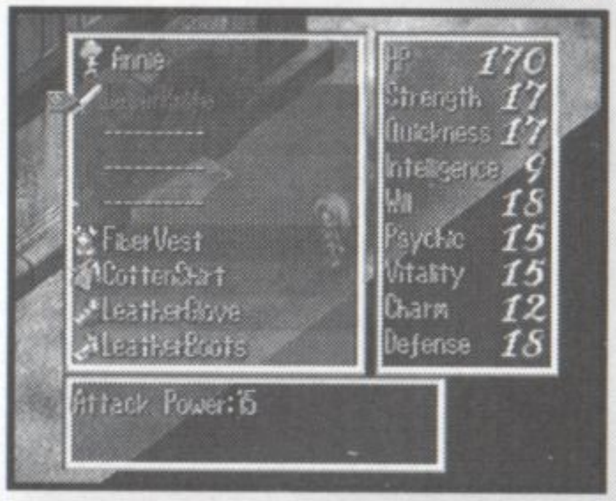
ITEM SCREEN

Here inventory Items, such as weapons, accessories, and their quantities are displayed. To rearrange, select an Item using the Directional Buttons, press the Circle Button, specify the destination to move the Item, and press the Circle Button to accept. You can sort Items using the Select Button.



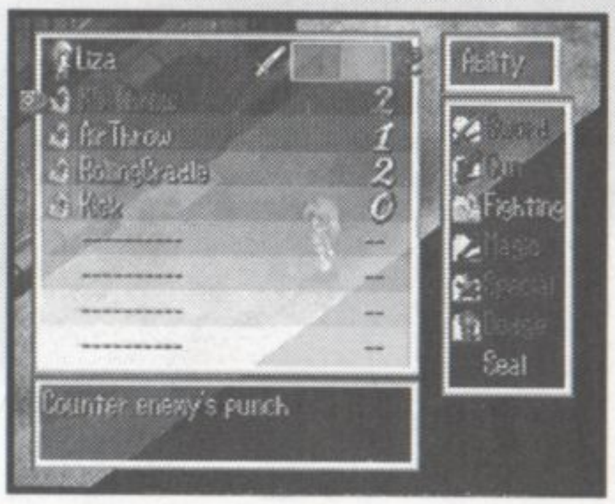
POSITION SCREEN

Here, the Battle Team is formed and members are rearranged. Select the character to be moved with the Directional Buttons and press the Circle Button. Specify the destination to which the character is to be moved using the Directional Buttons and press the Circle Button. However, the main characters generally cannot be moved from the Battle Team on the left side.



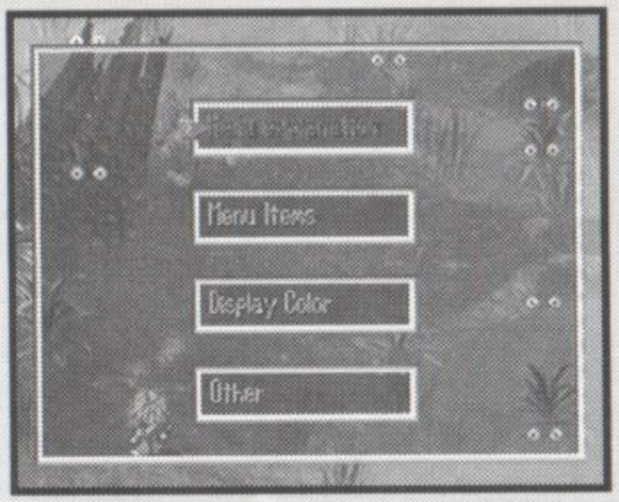
EQUIP WEAPON SCREEN

Weapons, armor, and accessories are equipped or unequipped here. Select the character for whom you would like to adjust equipment, and press the Circle Button. The Equip Weapon Screen will be displayed. Select the slot to equip using the Directional Buttons and press the Circle Button twice. Select Items to equip from the inventory list and press the Circle Button to accept.



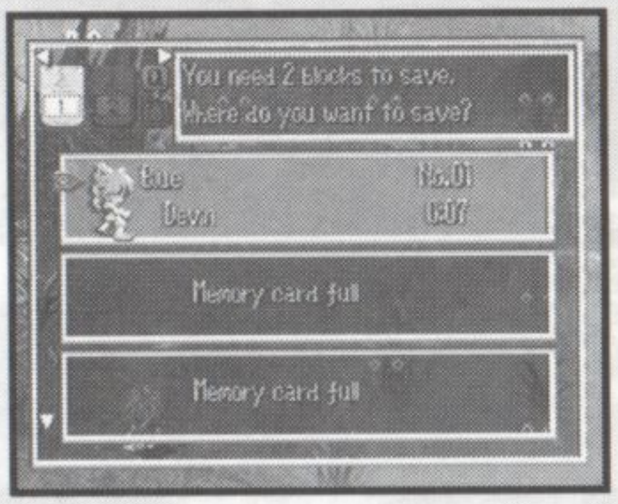
EQUIP ABILITY SCREEN

Commands (Techniques such as Attack, Defend, Special) for battle are placed or removed here. Select the character and press the Circle Button. The Equip Ability Screen is displayed. Select the slot to equip using the Directional Buttons and press the Circle Button twice. Select Ability to equip from the Ability list and press the Circle Button to accept.



CONFIG SCREEN

Here, Menu Item display types can be switched, the Display Color of the text and windows can be adjusted, and other options such as sound, battle speed, and menu position can be changed.



SAVE SCREEN

To display the Save Screen, select Save from the Menu Screen and press the Circle Button. You can save any time except during Battles and events. Select the slot (Memory Card Slot 1 or 2) and the file location using the Directional Buttons and press the Circle Button to record the contents of your game up to that point.

Quick Save

Press the Triangle + R2 Buttons to display the Quick Save Screen and press the Circle Button to accept. By doing this, the contents of your game up to that point are recorded. If your game ends, or you perform a "soft reset" (Select+Start+L1+R1), you can start playing the game from the point it was Quick Saved by selecting QUICK START at the selection screen immediately following the opening demonstration sequence. However, if the power to the PlayStation™ game console is turned off, or the game is reset with the Reset Button, the Quick Save data will be erased.

Continuing a Game from the Point It was Saved

Using the Up and Down Directional Buttons, Select LOAD GAME from the Title Screen and press the Circle Button. After the Save Screen is displayed, select the data file in which you would like to continue the adventure, and press the Circle Button to accept.

GAME OVER

The game is over when the LP of the Main Character becomes 0 or when all fighting characters become incapable of fighting.

SPECIES

There are four types of creatures living in the world of SaGa Frontier™: Human, Mystic, Mec, and Monster. Each has unique abilities which affect battle scenes. When training or selecting an Ally to adventure with you, refer to the following.

HUMAN

Weapons

Various weapons, tools and armor can be armed and utilized. From the spells and techniques acquired, you can prepare for battle by arming up to 8 abilities.

Spells

Humans can purchase and use certain spells. By learning the nature of each type of spell, humans may be able to devise a new spell at the end of a battle.

Techniques

A special ability which only Humans possess. Depending on the character's actions, weapon, or Item used during a battle, a technique will become available (presented as a thought bubble) and increase the effectiveness of an attack.

MYSTIC

Weapons

Various weapons, tools, and armor can be armed and utilized. Up to 4 spells can be armed. The Mystic Sword, Mystic Glove and Boots are special equipment used only by Mystics.

Spells
All Mystics have an elementary knowledge of the Mystic Magic and can learn new Mystic Spells. They can also acquire and use other spells.

Special Abilities
Sometimes the ability of a defeated enemy is absorbed into a Mystic's weapon or armor (Mystic Sword, Mystic Glove, Mystic Boots), expanding their abilities.

MEC

Weapons
Various weapons, tools, and armor can be armed and utilized.

Spell
Mecs cannot use spells.

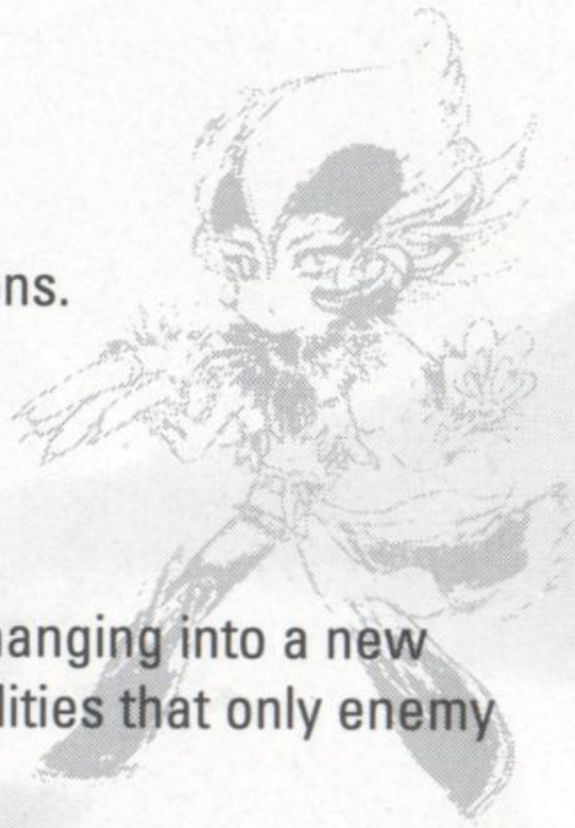
Special Abilities
The Mec is armed with an exclusive weapon on its body and Items can be reinforced and altered. In addition, certain body types may be modified. After battle, a Mec expands its abilities by acquiring programs from defeated enemies.

MONSTER

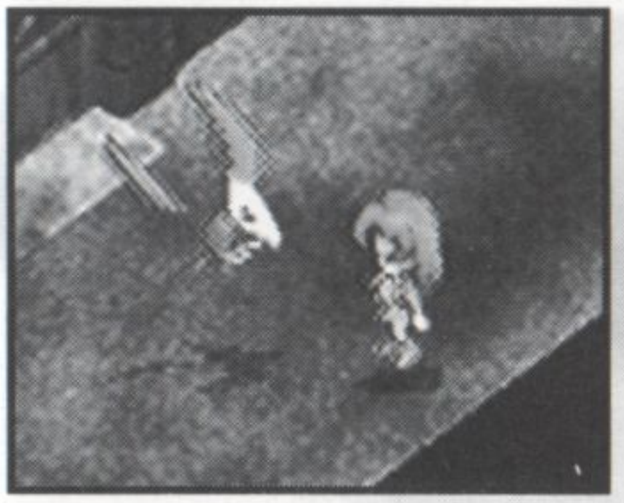
Weapons
Can only equip accessories. Generally cannot use weapons.

Spells
Monsters cannot use spells.

Special Abilities
Monsters absorb the abilities of enemies, growing and changing into a new Monster. This enables the Monster to acquire special abilities that only enemy Monsters have.

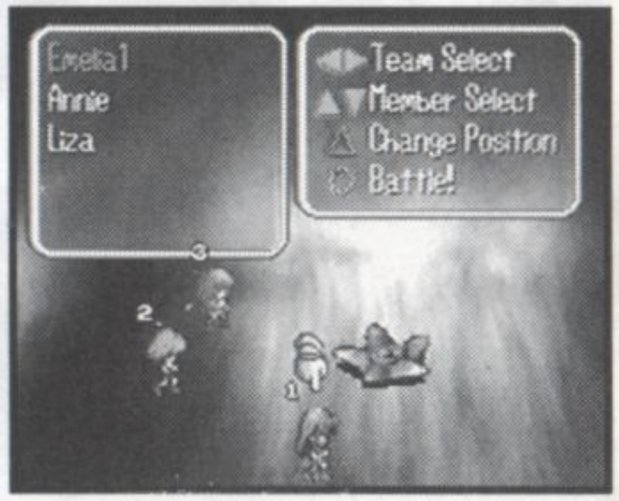


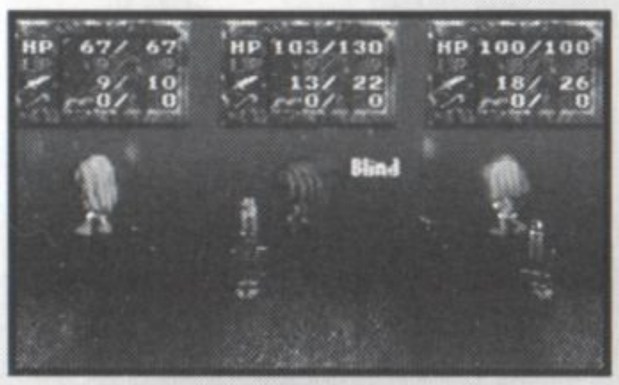
BATTLE



If you encounter a Monster wandering in the field, a battle will begin. If you run into an enemy while dashing, the battle formation will be mixed up and a battle will ensue.

Upon confirming the opponent Monster, you can select a battle team formed in advance. In addition, positioning of each character can be adjusted at this time using the Triangle Button.





After each battle round, each character's status is displayed. The remaining HP, LP, WP, JP, and Abnormal status caused by an enemy's attack are shown.

READING THE BATTLE SCREEN

1) Command Window

A list of selected weapons and the techniques that can be used with that weapon are displayed. Fighting Techniques, spells, and Items armed are also displayed.

2) Name Window

The name of the character selected is displayed.

3) Cost Window – Weapon Points (WP) and Spell Points (JP)

The window under the Name Window displays the WP and JP consumed by the selected command, and the current number of the WP and JP of the character. The knife mark on the window indicates WP, and the cane mark indicates JP.

Cost Window – Number of Bullets

If a command which uses bullets is selected, a window which displays the number of consumed bullets is displayed under the cost window. The number of bullets consumed by the selected command and the maximum number of bullets that can be used with that weapon is displayed.

ABNORMAL STATUS

When attacked, a character's condition may become abnormal. When the character's fighting ability decreases or they become unable to fight, recover using Items and spells during the battle, or wait for time to pass. When the battle is over, Abnormal Status received during the battle will be recovered.

Unconcious
Condition where both HP (hit point) and LP (life point) are down to 0.
You cannot move at all, but you can be revived after the battle.
When the main character is in this state, the game is over.

Loss of Fighting Ability
Condition when a character's HP is down to 0 and they cannot move.
If the enemy attacks you in this state, LP is consumed. If HP is recovered using medicines or Spells, you will be able to fight. You will recover once the battle is over.

Sleep
Character is asleep. You will recover after being attacked by the enemy or after a certain amount of time.

Angry
You will become ferocious and will repeat attacks blindly. When in this state, you cannot perform any techniques or magic spells nor can you be Confused or Charmed. As time passes, your original state will be restored.

Confusion (Mess)
The player cannot move or attack as they choose to, depending on one of three confused states: Blue, Yellow and Red. When in this state, you cannot become Berserk or Charmed. As time passes, your original state will be restored.

Charm
Condition in which you are lured by the enemy and act as the enemy likes. When in this state you cannot become Berserk or Confused.

Blind
Condition in which you are trapped in darkness and your weapon hit rate decreases.

Stone
Your body turns into stone and you will not be able to move. Recover with "Anti-stone" or "Snake Oil".

Palsy
Condition in which your body cannot move, preventing you from making any action. As time passes, your original state is restored.

Stun
Condition in which you faint momentarily. You will be incapable of any action for one turn during the battle.

Venom
Your HP will gradually decrease as each turn ends. Recover with "Cure" or "Snake Oil".

Barrier
When fire, cold, or lightning attacks are received, damage is inflicted. However, at the same time, a barrier of the same attribute veils the body and a counter attack is activated.

SPELLS

Spells are classified into 5 categories, each containing 2 spell types which contradict each other; therefore, both spell types cannot be possessed by the same character at the same time. Only Humans and Mystics can use spells.

MAGERY

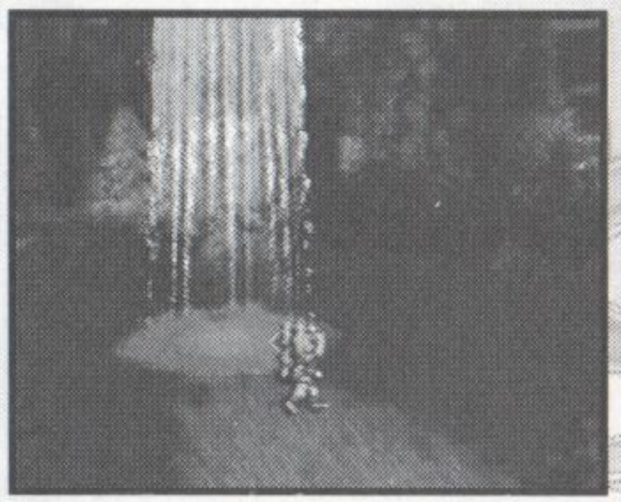
Realm Magic – Raised in the Magic Kingdom, these Spells utilize a logically researched scientific Ultra-Ability (Psyonic).

Mystic Magic – The spells of Facinaturu. A Mystic's specialty which is mysterious and deceiving. Normally, only gifted Mystics can use these spells.

YIN-YANG

Shadow Magic – Spells using the power of shade and illusions created from gathering the power of darkness.

Light Magic – Spells using the power of light and heat. They cause miracles by gathering the power of light.



EQUIPPING SPELLS

Spells which are newly devised or acquired are saved for each category at the Equip Ability Screen. From here, select the spell to equip for the next battle.

PLACE

Time Magic – Spells which manipulate time. They are powerful, but very difficult to obtain.

Space Magic – Spells which manipulate space. They are powerful, but very difficult to obtain.

SPIRITUAL

Mind Magic – Spells born in one of the regions. They can be acquired by "spiritual awakening" through cultivating one's mind.

Evil Magic – Spells which curses others through a powerful "desire". A type of spell possessed by enemy Monsters.

ARCANE/RUNE

Arcane Magic – Spells which draw their power from a symbol of Tarot drawn in the air. (Arcana sorcery.)

Rune Magic – Spells which cast a protecting seal. These spells bestow the power of Rune to the object (Rune enhanced).

SEALING SPELLS

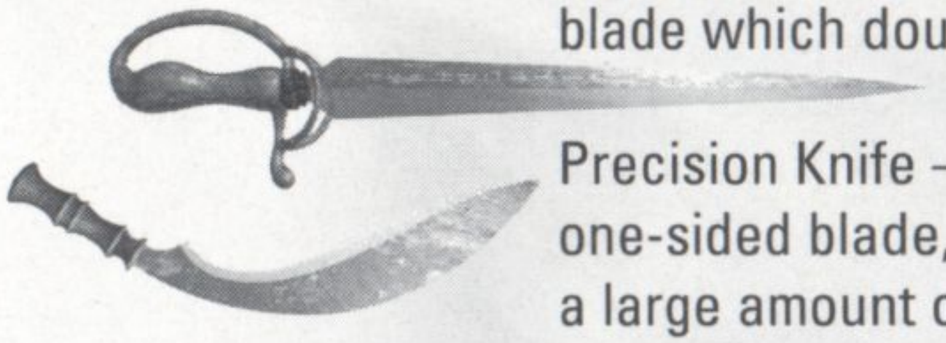
To remove a spell, select it with the Directional Buttons and press the Circle Button twice. Select SEAL at the Equip Ability Screen and press the Circle Button to accept. The selected spell is returned to the file.

EQUIPMENT

WEAPONS

Weapons are classified into 4 categories. They are swords, guns, heavy weapons and shields, just a few of which are shown below. By using these, a Human can access techniques for each category.

Sword



Rune Sword – A reinforcing Rune is engraved on the blade which doubles the sharpness of the sword.

Precision Knife – Normally used to cut vegetation, it is a one-sided blade, lightweight, extremely sharp, and inflicts a large amount of damage.

Gun

Aguni SSP – A best-selling automatic gun assembled by a weapon manufacturer called Aguni Industries.

Hand Blaster – An energy gun officially utilized by IRPO. Depending on the power setting, it can also be used as a paralyzer or blaster sword.

Heavy

Hand Vulcan – A live-shell weapon which scatters bullets within a pie-shape range.

Shield

Buckler – A light-weight wooden shield which wards off the enemy's attack.

ARMOR

Armor is classified for the entire body, head, arms and legs. The suit, helmet, forearm and shoes are Items that represent these groups.

Suit

Combat Suit – Made with reinforced plastic and metallic fiber, it protects the entire body.

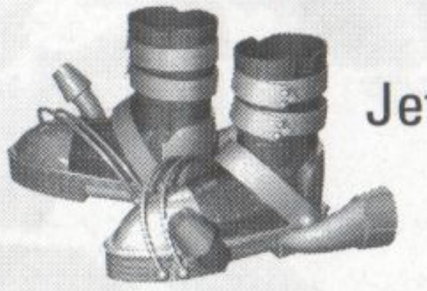
Forearm

Shell Bracer – An arm protector fashioned from the rigid shells of large insects.

Helmet

Junk Helm – A helmet made out of spare items. Darkness does not affect it.

Shoes



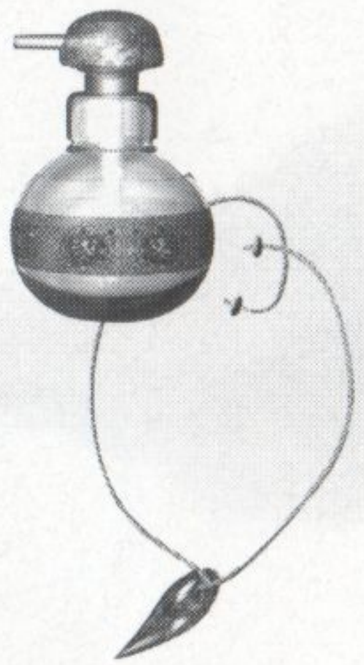
Jet Boots – Mechanical jet-powered footware.

ITEMS AND ACCESSORIES

Items and accessories include medicines, rings, amulets, and attack Items.

Recovery Medicine

Max Cure – It recovers one Ally's HP during battle and heals poison. It is ineffective on Mecs and undead Monsters.



Accessory

Fang Amulet – A necklace made out of Monster fangs. It is believed to increase the strength of the character wearing it.

TECHNIQUES

A Technique is learned by repeating a move until a thought bubble appears over the character's head. Once acquired, a Technique is automatically equipped. There are Attack Techniques, Dodge Techniques and Special Techniques. Since a Technique is predetermined for each weapon category, it can be used again with any weapon in the same category. Only Humans use Techniques.

Attack Technique – By repeating weapon and physical attacks, a new Technique will become available.

Dodge Technique – Experiencing an enemy's special attack several times will enable you to avoid that particular attack.

Special Technique – You can avoid or deflect attacks with minimal movement.

EQUIPPING AND SEALING TECHNIQUES

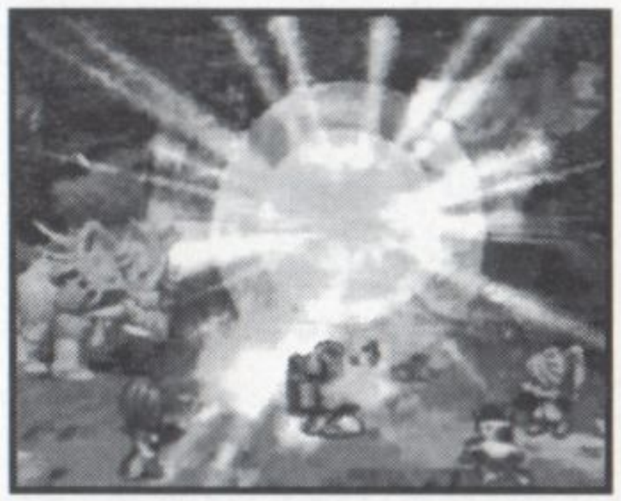
Select the slot to equip and press the Circle Button twice. Select the saved Technique and press the Circle Button to accept. You are now ready. To remove a Technique, select it with the Directional Buttons and press the Circle Button twice. Select SEAL at the Equip Ability Screen and press the Circle Button to accept. The selected Technique is returned to the file.

NOTE: You cannot learn new Techniques if all of your slots are full.

COMBINATION ATTACKS

A Combination Attack is activated when your next attack is started before the prior attack ends. Inflicting an enormous amount of damage, a Combination Attack may link 2 or more attacks. Combination attacks occur frequently but at random.

Time Spell: Chaos Stream + Fighting Technique: Sky Twister + Light Spell: Sunray = Combination Attack: Chaos Sky Beam

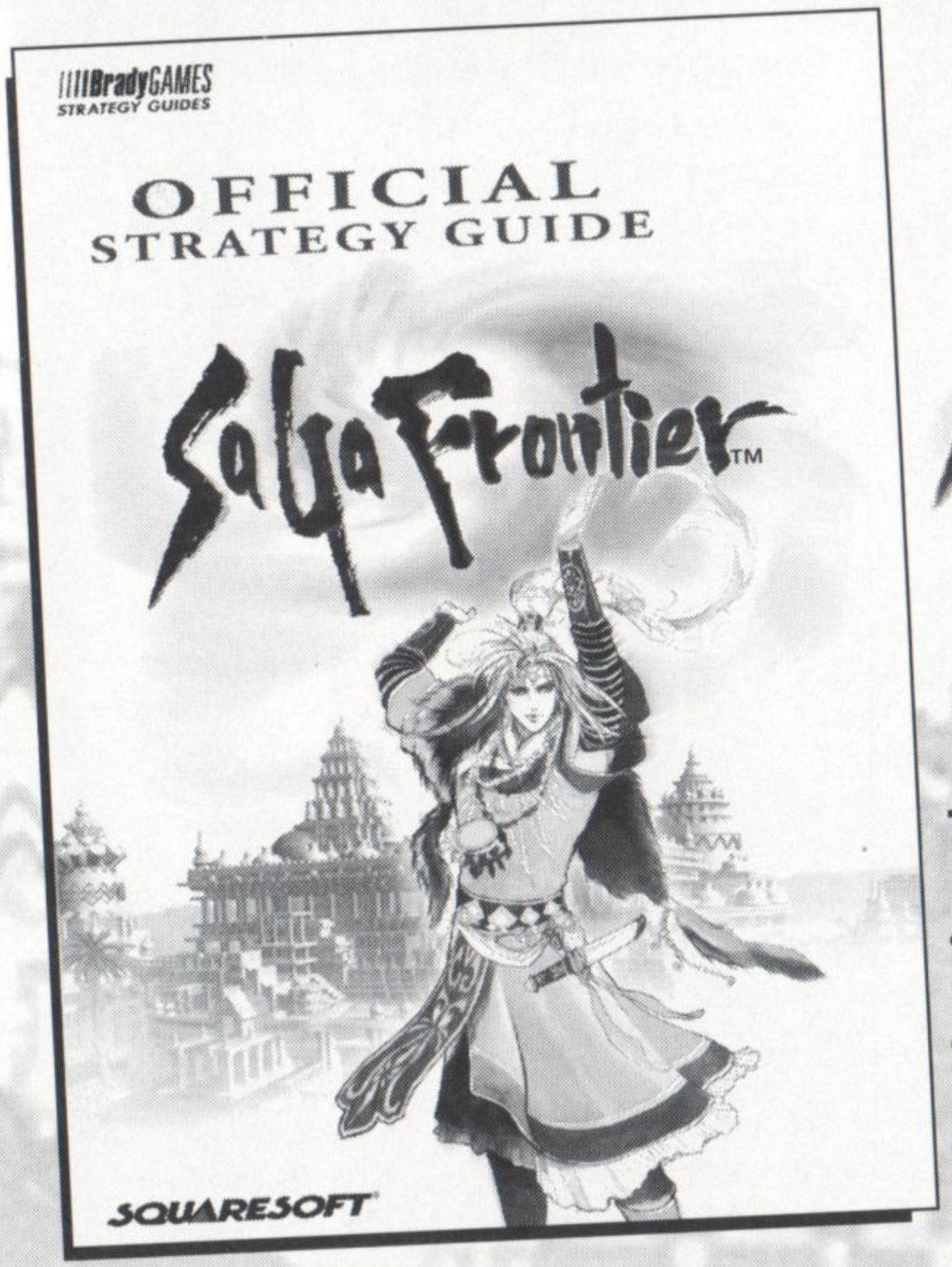


TIPS ON ACTIVATING COMBINATION ATTACKS

Select one target. Concentrate as many attacks as you can on a single enemy.

Combine various attack methods. Techniques, Spells, Monster Attacks, and Mec Attacks all possess strengths which when combined are stronger than when used singly.

Consider the enemy's strengths. For example, it is ineffective to attack an enemy that tolerates fire with a fire-related attack.



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